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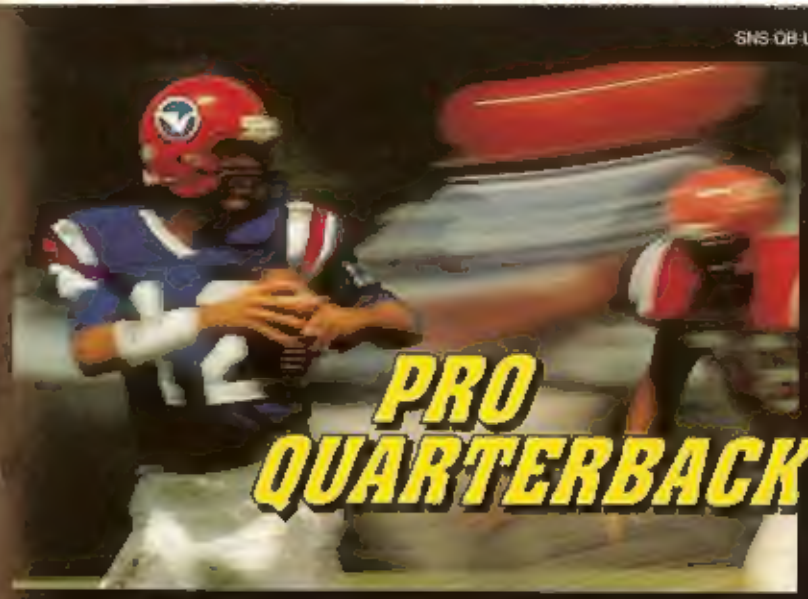

TRADEWEST SPORTS

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK. COPY MUST APPEAR IN ALL CAPS.

Technical Advisor - Pat Curran, San Diego Chargers

Thank you for purchasing **Pro Quarterback®** from Tradewest Sports for your Super Nintendo Entertainment System. For maximum enjoyment, please read this Instruction Booklet thoroughly before playing.

LICENSED BY

Nintendo

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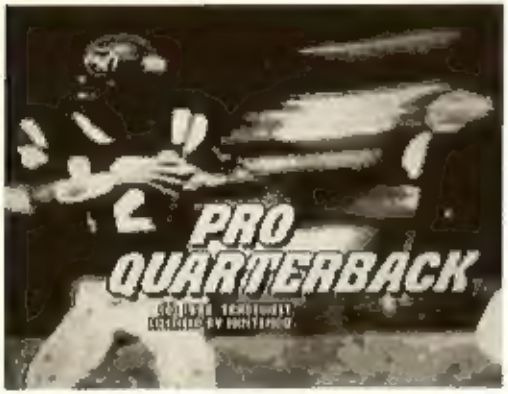


Pro Quarterback® brings the excitement and realism of football to new heights on your Super Nintendo Entertainment System. Whether dropping back in the pocket or laying a big hit on your opponent, **Pro Quarterback®** is designed to be the ultimate football experience. Take on a friend, the computer or gang up as teammates. Since getting out on the turf is a lot more fun than reading, this manual is designed to start you playing quickly. Check out the **"QUICK REFERENCE"** section and prepare to get dirty!

1. Turn OFF the power on your Super NES.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

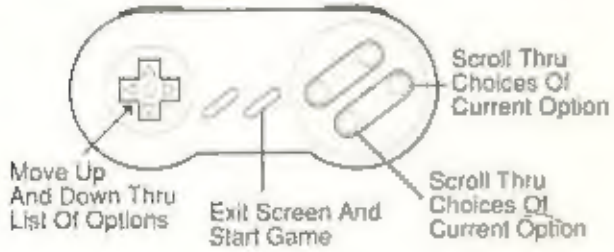
2. Make sure a controller is plugged into the #1 port on the console.

3. Insert the Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.

4. Turn ON the power switch.

5. When you see the **Pro Quarterback®** logo screen press START to begin the game and get to the Options Screen.

The Options Screen will appear every time you play **Pro Quarterback®**. Use it to customize the the game you are about to play.



Players

One Player - against the computer.
Head-to-Head - against another person.
Teammates - two players against the computer.

Team 1

Player 1 can play for any team. As teammates, player 1 is the quarterback. He calls the plays and appears with a number 1 over his head.

Team 2

In one player games and as teammates, Team 2 is the computer. In two player games Team 2 is the second player. The second player will appear with a number 2 over his head.

Quarter Length

Quarters can be 2, 5, 10 or 15 minutes in duration.

Field

There are six types of fields you can choose from. Grass, mud, dirt, snow, rain and artificial turf are your options.

Player ID

You have the option of turning your player number off. (Player one has a number 1 above his head. Player two, a number 2.)

Music

You have the option of turning the sound off.

After leaving the Options Screen prepare for the kick-off. Team 2 always kicks off to Team 1 at the beginning of a two player game. The second half will start with Team 1 kicking off to Team 2. The camera follows the ball once it is kicked and the receiving team will scroll onto the screen from below. The player receiving the kick-off will appear in a highlighted uniform. This is the player you control. Once the receiving player has received the ball, use the control pad to guide him up field in any of eight directions. If you receive the kickoff in the end-zone and a defender is within 5 yards your player will automatically down the ball. The first play from scrimmage will be 1st and 10 from the 20 yard line.

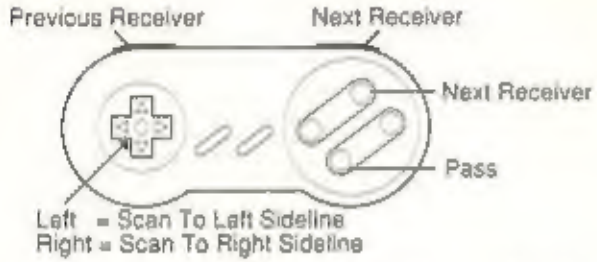
Control the Player

Use the control pad to guide the player in any of eight directions. The player may be moved up, down, left, right and at 45 degree angles. You control the player in the solid-color uniform with the number 1 or 2 over his head. In teammate games, controller 1 is the QB and controller 2 is the receiver.

Snap the Ball

To snap the ball press the **B button**. You will then control the actions of the quarterback. If you're kicking or punting, the appropriate action will take place.

Pass



Use the **X Button** to cycle through your eligible receivers. You can also use the **Left and Right Buttons** to cycle through your receivers. A selected receiver will appear in a solid-color uniform with a yellow arrow over his head. The default selected receiver is either the right or left-most receiver on the line of scrimmage in passing plays. In teammate games, player 2 is always the eligible receiver and the quarterback can not cycle receivers.

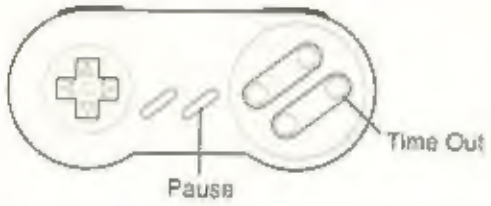
Before the snap, the quarterback can use the **Control Pad** to scroll the screen left and right to both sidelines. You can see the first down markers, wide receivers and more of the defense. It's also handy for making certain which receiver you have selected.

Press the **B button** to snap the ball. Once the ball has been snapped, player 1 controls the quarterback. He will scramble in whatever direction you indicate with the **Control Pad.**

To throw a pass, press the **B button.** The camera will follow the ball in flight. (Your Quarterback has an arm that can reach a maximum of 50 yards.) You will have control of the receiver when the ball reaches the halfway point. If you want the receiver to make the catch on his own, release the controls and don't touch them again until the ball is caught. If you do want to control the receiver, guide him towards the yellow X. To make the catch, align the receiver so he is standing near the X. The X indicates approximately where your receiver should stand, not where the ball will land. As teammates, player 2 is always in control of the receiver.

Since your quarterback isn't perfect his aim is sometimes a little off, so you can only expect an average pass completion percentage. To improve that percentage you'll need to take control of your receiver and guide him to the ball.

Call Time Out



You can call time out by pressing the **Pause button** and then the **A button.** Just pausing the game won't cost you a time out. But if you want to stop the clock and select another play, you must press the **A button.** You start each half with three time outs.

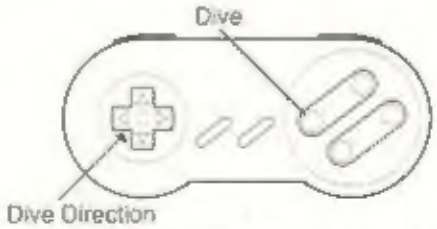
Block

Pressing the **A button** while facing an opposing player will cause your player to execute a block. Immediately after a pass reception, kick-off or punt Player 1 will appear closest to the ball for blocking in Teammates games.

Pitch/Hand-off

As the quarterback you can pitch/hand-off the ball. If the selected receiver is in close range, pressing the **B button** will cause the quarterback to pitch or hand-off the ball.

Dive

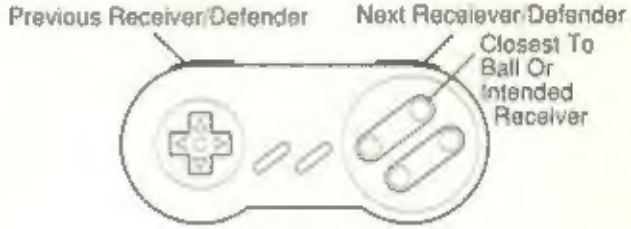


To dive, press the **control pad** and the **Y button** at the same time. You'll dive in the direction you press on the **control pad**. Diving is useful in tackling and for gaining an extra yard or two.

Kick/Punt

Field goals, kicks/punts are controlled the same way. You will see a gauge with two bars and two arrows. **The horizontal gauge with the L and R on it indicates direction.** Use it to compensate for wind conditions and aiming. Move the arrow horizontally with the **left** and **right** on your control pad. **The vertical bar and it's arrow indicate strength.** Use it to balance the strength vs. accuracy required for a kick or punt. The horizontal white line on this gauge indicates maximum accuracy. The top of the gauge indicates maximum strength with minimum located at the bottom. Gauges are activated with the snap during field goals and punts, and with the whistle when kicking off. The arrow next to the gauge will move up and down. When the arrow reaches the desired line (strength), press the **B button** to kick.

Switch Players



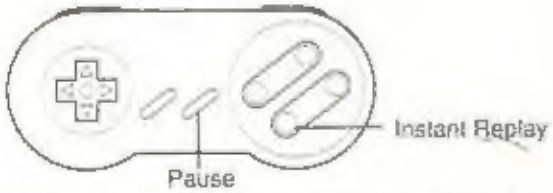
On offense, in non-teammate games, you always control the quarterback or player with the ball. On defense you can change the player you control at any time. The player you control will appear in a solid-color uniform with a 1 or 2 over his head. Using the **Left and Right buttons** you can cycle through players. Press the **X button** to become the defender closest to the ball except while the ball is in the air. When the ball is in mid-air, pressing the **X button** will make you the defender closest to the intended receiver. The **X button** will also make you the player closest to the ball while on offense during teammate games.

When playing as teammates, player 2 (controller 2) can switch players on offense only before the snap. After that, he is the only eligible receiver.

Block Kicks/Intercept Passes

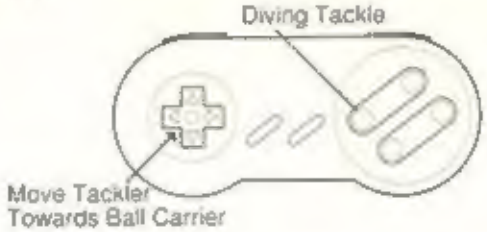
You can block kicks and intercept passes by pressing the **B button** to jump. To block a kick, line your player up in front of the kicker. If you time the jump correctly you'll deflect the ball. Jumping can also be used to intercept passes. Position your defender between the ball and the receiver. Then jump at the appropriate moment.

Instant Replay



To view an instant replay press **Pause**, then the **B button** before returning to the Play Select screen. Instant replay is active after TD's, safeties, tackles, incomplete passes and runs out of bounds.

Tackle

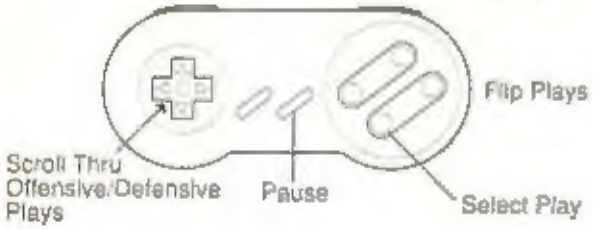


Tackling is accomplished by moving the player you're controlling up to the ball carrier. Once the ball carrier is touched the tackle begins. You can also press the **Control Pad and Y button** to dive at the ball carrier. To lay that really big hit on the ball carrier, try to tackle him head-on.

Tackle Break

Breaking tackles is accomplished by vigorously pressing the **A button** while carrying the ball. Tackle breaks do slow you down so try and time it so that the defender is about to tackle you.

The Play Select Screen consists of defensive plays, the scoreboard and offensive plays.



The **scoreboard** reports the results of the previous play and contains the current status of the game. The game clock, with the amount of time remaining in the quarter, appears in large numbers in the upper center of the scoreboard. A quarterly and total score appears just below the game clock. The flag on the left hand side of

the scoreboard indicates wind direction and velocity. Just below the flag is the current down and the number of yards to go for a first down. On the right is the position (yard) that the ball is on. Beneath that is the play clock.

Defensive plays appear at the top of the screen. A list of the defenses on the right and a diagram of the current defense on the left. Use the control pad to scroll through the list. Use the **A button** to flip the defensive play "strong side." (Each play has a side line with a higher concentration of players.) Use the **B button** to select the currently highlighted defense. **After the offense picks a play you'll have five seconds to select your defense.**

Offensive plays are located at the bottom of the screen. A list appears on the left and a diagram of the current play on the right. Use the control pad to scroll through the list of plays. Use the **A button** to flip the offensive play pattern. (Each play has a strong side where it's patterns are run.) Use the **B button** to select the currently highlighted play. **You have 30 seconds to select a play and snap the ball.**

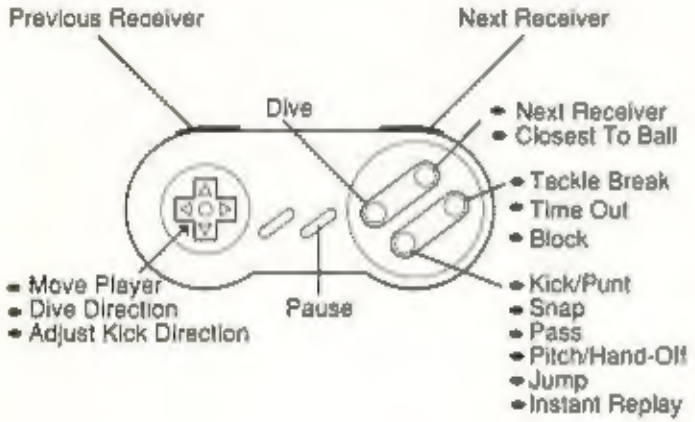
The Stats Screen appears after the first and second halves. It reports on the performances of both teams by means of numbers and bar graphs. Press **start** to exit from the stats screen and return to the game.

•Use the **Control Pad** before the snap to scroll the field left and right. Doing so allows you to locate 1st down markers and intended receivers.

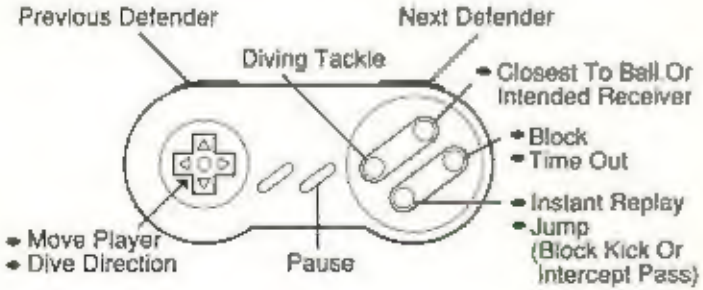
•Use the **X button** on defense to keep yourself in the play. Pressing it while the ball is in the air makes you the closest defender to the intended receiver. If the ball isn't in the air during a play you will become the defender closest to the ball.

•After you throw a pass release the controls to have the receiver catch the ball on his own. Touching the controls after a pass has reached the halfway point gives you total control of the receiver. Line him up **ON** the yellow-X to make the catch.

OFFENSE



DEFENSE



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